UVUUDAUM

A horse sized creature comes skittering towards you. Its six "legs" that all appear to be humanoid arms attached to a long trunk. Its upper body has another set of humanoid arms in a more typical orientation, however, where the creature's head should be is instead a massive razor sharp spike. Though its movement is erratic, the aberrant thing posies itself with an imperious posture.

Lords of Madness. The uvuudaum hail from one of the most remote corners of the multiverse. Tucked away in a forgotten corner of The Far Realm, they can be found in a dark corner that even the native denizens of their twisted plane would consider terrifyingly remote. They rule a kingdom outside of time, where unspeakable things whisper profound truths to those that dare listen. Uvuudaums partake in, and are part of, this maddening cacophony. They delight in revealing, by their mere presence, this unspoken part of reality in more structured planes of

existence. To an uvuudaum, peeling back the layers of the multiverse to reveal what horrors await in the far realm is a precious gift, one which they happily spread wherever they go.

Horrid Implication. Nobody knows the true origin of the uvuudaum. Like many aberrations from The Far Realm it may be an exercise in futility to try and uncover their origin, but that doesn't stop philosophers and sages from trying. Due to their twisted, yet oddly familiar bodies, some believe that uvuudaum are actually humanoids that became lost in The Far Realm, and after countless aeons wandering the chaos they themselves were slowly warped into the uvuudaum species. Others believe their form is merely what the creatures look like when they manifest on other planes, and that the uvuudaum have no true physical form on their home plane. Whatever the truth may be, the uvuudaum are feared by all anytime they appear.

Uvuudaum

Large Aberration, Typically Neutral Evil

Armour Class - 20
Hit Points - 336 (32d10 + 160)
Speed - 80 ft., climb 40 ft.

STR 24 (+7)
DEX 30 (+10)
CON 20 (+5)
INT 21 (+5)
WIS 20 (+5)
CHA 23 (+6)

Saves CON +13, DEX +18, WIS +13
Skills Arcana +13, Insight +15, Perception +15, Stealth +15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities none
Senses blindsight 500 ft., passive Perception 25
Languages All (telepathy 500 ft.)
Challenge 25 (75,000 XP)

Proficiency Bonus +8

Traits

Confusion Aura.
Anytime a creature starts its turn within 30 feet of the uvuudaum it must succeed on a DC 24 Wisdom Saving Throw or become confused for 1d4 rounds. It can attempt another saving throw at the end of its confusion, ending the condition on a success or becoming confused for

another 1d4 rounds on a failure. A creature that succeeds on its saving throw to resist confusion is immune to the uvuudaum's confusion aura for 24 hours. While confused the creature can't take reactions and must roll a d10 at the start of each of its turns to determine its behaviour for that turn using the table below.

D10	The creature…
1	uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	doesn't move or take actions this turn.
7-8	uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	can act and move normally.

Contingent Resurrection (1/Day).
When the uvuudaum is killed, as long as some trace of its body remains it is resurrected within 60 feet of its body with all its hit points and spell slots restored after 1 minute. A casting of dispel magic on the creature's corpse at 8th level or above can negate this effect.

Regeneration.
The uvuudaum regains 15 hit points at the start of its turn. If the uvuudaum takes cold, fire, or radiant damage, this trait doesn't function at the start of the uvuudaum's next turn. The uvuudaum dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Head Spike.
Melee Weapon Attack: +18 to hit, reach 15 ft., one creature.
Hit: 65 (10d10 + 10) piercing damage and if the target is alive it must succeed on a DC 24 Wisdom Saving Throw or have its Wisdom score drained by 2d4. This reduction in Wisdom is permanent. A creature reduced to 0 Wisdom in this way goes mad and becomes an NPC under the DM's control that is hostile towards all other creatures.

Nailed to the Sky (1/Day).
One target within 120 feet of the uvuudaum must succeed on a DC 24 Wisdom Saving Throw or be magically teleported to the furthest reaches of the sky above. The target is teleported so far from the ground that it enters an eternal orbit around the world below. A creature with a fly speed of 30 feet takes 4 hours to reach the surface if they fly straight down. For each round the target remains in orbit it takes 2d6 points of cold damage per round and immediately begins to suffocate.

Innate Spellcasting.
The monster's innate spellcasting ability is Charisma (spell save DC 24, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *confusion, dimension door, dispel magic (5th level), invisibility, lightning bolt, mage armor, magic missile, shield, web*
• 3/day each: *chain lightning, cone of cold, disintegrate, dominate person, haste, plane shift, scrying, teleport, wall of force*
• 1/day each: *time stop*